

# ***DEMON'S REVENGE***

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## **THE GAME**

One day Merlin Jnr's master was away at the Sorcerer's seminar and left him in charge. In an unfortunate fit of clumsiness, Merlin Jnr knocked over and broke four innocent-looking jars, which, unbeknown to him contained the four talismans of Trodor the Demon. Now, his evil powers are free in the castle and up to no good. Merlin Jnr must restore the four talismans to the temples in the heart of the castle before the Demon can get his revenge.

## **LOADING**

### **AMSTRAD 464 OWNERS**

1. Place the rewound cassette into the cassette unit and press PLAY.

2. Hold down CTRL and press the SMALL ENTER key.

### **AMSTRAD 664, 6128 and 464+DISK OWNERS**

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.

3. Hold down CONTROL and press the ENTER key.

4. Press PLAY on the cassette player.

*NOTE: Full loading instructions can be found in your Amstrad Manual.*

## **PLAYING THE GAME**

You control Merlin Jnr and must search for the four pieces of each talisman and return them to the correct temple each time. Pick up the two spells that allow you to fire at the demons, these also stop the demons draining your power when selected. Each of these spells only works against certain types of demon however. There are two keys to be found, one operates the wooden doors and the other the metal doors within the dungeon. Beware in the dungeons since you can enter the cells without a key but cannot get out without the correct one. To use an object other than a spell or a key, touch the piece of furniture upon which the object rests, select the

object and press and PICK-UP key. If successful, you will find that the object disappears and is replaced by another.

**Hints:** Use objects to reveal pieces of talisman in unusual places. Standing on a pentagram in a temple will restore your energy.

When you have collected all four pieces of a talisman, you must take it to one of the temples at the top of the castle and stand before the altar. Confirmation will be given if you are in the correct temple and the talisman will appear upon the altar. When all four talismans have been returned to their respective altars, you must then go and stand before the altar in the central temple, i.e. the starting room.

## **OBJECTS TO BE USED**

Y-fronts to be placed over Drawers

Socks to be placed over Drawers

Leaf to be placed over Potted Plants

Bone to be placed over Skeletons

Match to be placed over Fireplaces


Coin to be placed over Treasure chests

Knife to be placed over Tables

Zeds to be placed over Beds

## **KEYBOARD CONTROLS**

Pick-up=^ Drop=V Select=< Pause=Tab  
Abort=CTRL+ESC



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\* Correct at time of printing